



CYBERTIMES

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Evening Edition

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An Atari Games Publication

CYBERBALL 2072 season kicks off in August

Milpitas, Cal.—Atari Games, the world's leading video game manufacturer and official CYBERBALL sponsor, is introducing two new versions of the popular video game. This season marks the 50th anniversary of the world's most popular sport, CYBERBALL, and media coverage is expected to reach a record high as some 15 billion viewers are expected to tune in. The season

opener will be held in Las Vegas, Nevada, site of this year's AMOA Show.

Atari will display a one-screen game for street operators, and an updated two-screen for arcades. All interested operators are highly encouraged to attend or contact their Atari distributor. Industry sources expect it to be another "Powerhouse" hit.



CYBERBALL 2072, the new game

Detroit, Mich.—CYBERBALL will take on a new look this year. New features include:

- **Simplified Play For Beginners**—Fewer decisions for beginners and more time for fun.
- **New Special Challenge Game**—Tests the player's ability to make the play under pressure situations.
- **Improved Robot Buy Feature**—Enables players to build a better, stronger team through the purchase of super offensive players and stronger defenses, i.e., against the pass and run.



- **New Robots**—A "Power Back" (passing halfback) and an "Outside Linebacker" (strong pass defender) are added to the roster.
- **End-of-Game Stats**—Posts statistical performance in various categories.



- **Beat the Coach Feature**—Simulates the feel of playing against a live opponent and creates a test of skill to defeat all the coaches. Each coach has a unique playing strategy, just like real football.
- **New Teams**—A new operator-selectable feature will allow for hometown favorites and favorites

2072 computer coaches selected

Berlin, W. Germany—After a week of deliberating, officials finally agreed on who the new computer coaches would be for the 2072 season. Commissioner Kalkstein flew to Berlin to personally make the announcements.

- Sky Rogers
- Doc Davis
- E.M. Payne
- Grace Savage



These four will be responsible for the development of all player intelligence for the six new computer-controlled teams. Each player has enough storage to hold over 500 megabytes of memory, and can sustain a top speed in excess of 200 mph (under boost).



CYBERBALL 2072, What the Future of Sports Will Be!!

Cyberball 2072 is tough, hard-hitting futuristic football. The new game has all the key ingredients of the original, plus many exciting additions. Cyberball 2072 combines the best of both sports and action games all rolled into one.

Simple controls, an 8-way joystick and button put players in control of the team of their choice. Players select offensive and

defensive plays, passes, laterals and blazes. Team captains can call strategic time-outs, replace weak players, and purchase new ones.

Cyberball 2072 now has nearly 350 total plays (150 added) plus three unique High Score Tables!

- Now available in both one and two-screen versions



The two-screen version is the ultimate competitive thrill!



1-Screen Cyberball 2072—Two can play at once!

2-Screen Tournament Cyberball 2072—Up to four can play at once!

Distributed by:



CYBERBALL 2072 : Celebrating 50 Years of Explosive Entertainment!!

Cabinet specifications

2-Screen Tournament
Cyberball 2072

Width: 51in. (134cm.)

Depth: 38in. (95cm.)

Height: 79in. (208cm.)

Weight: 475lbs. (216kg.)

1-Screen Cyberball 2072

Width: 25.25in. (64cm.)

Depth: 33.25in. (83cm.)

Height: 75in. (191cm.)

Weight: 325lbs. (149kg.)



Players select from nearly 350 plays!

